

AGB-AB2E-USA

GAME BOY ADVANCE
GAME BOY®

BREATH OF FIRE™ II

INSTRUCTION BOOKLET

CAPCOM

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

! WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

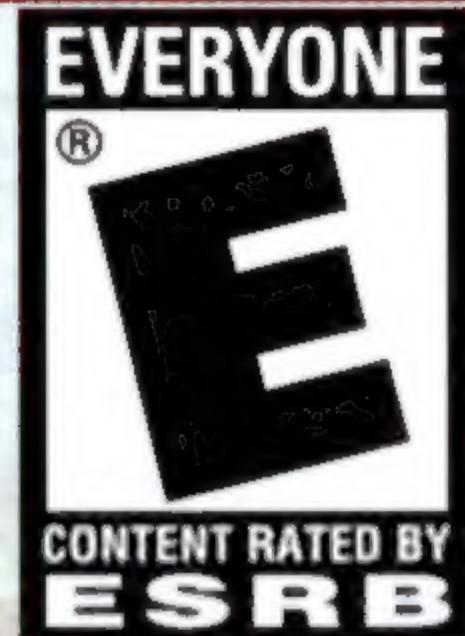
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

CAPCOM®

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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GAME LINK® CABLE GAMES

CONNECTING THE GAME BOY® ADVANCE GAME LINK® CABLE

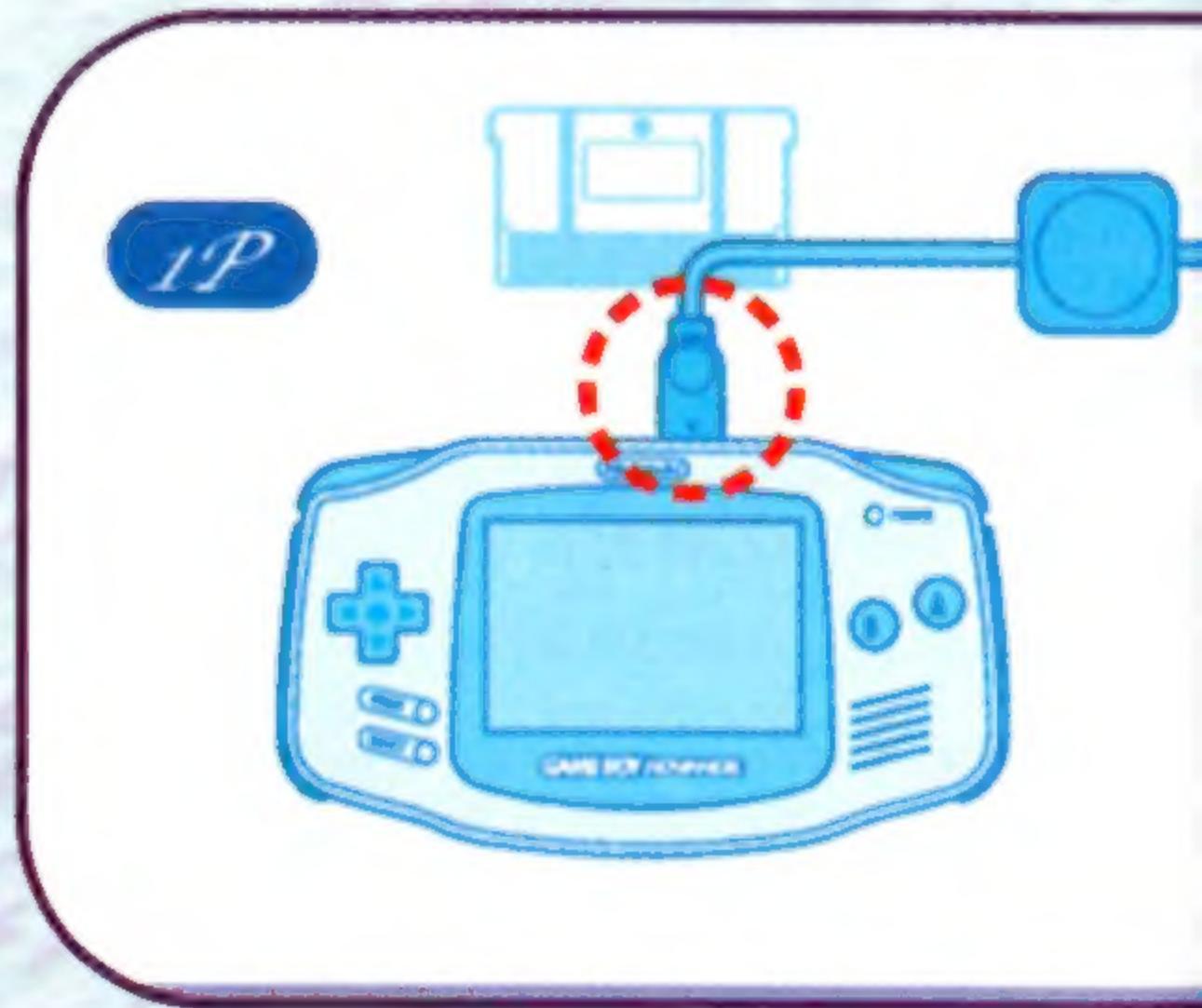
You need:

- 2 Game Boy® Advance systems
- 2 BREATH OF FIRE II Game Paks
- 1 Game Link® Cable

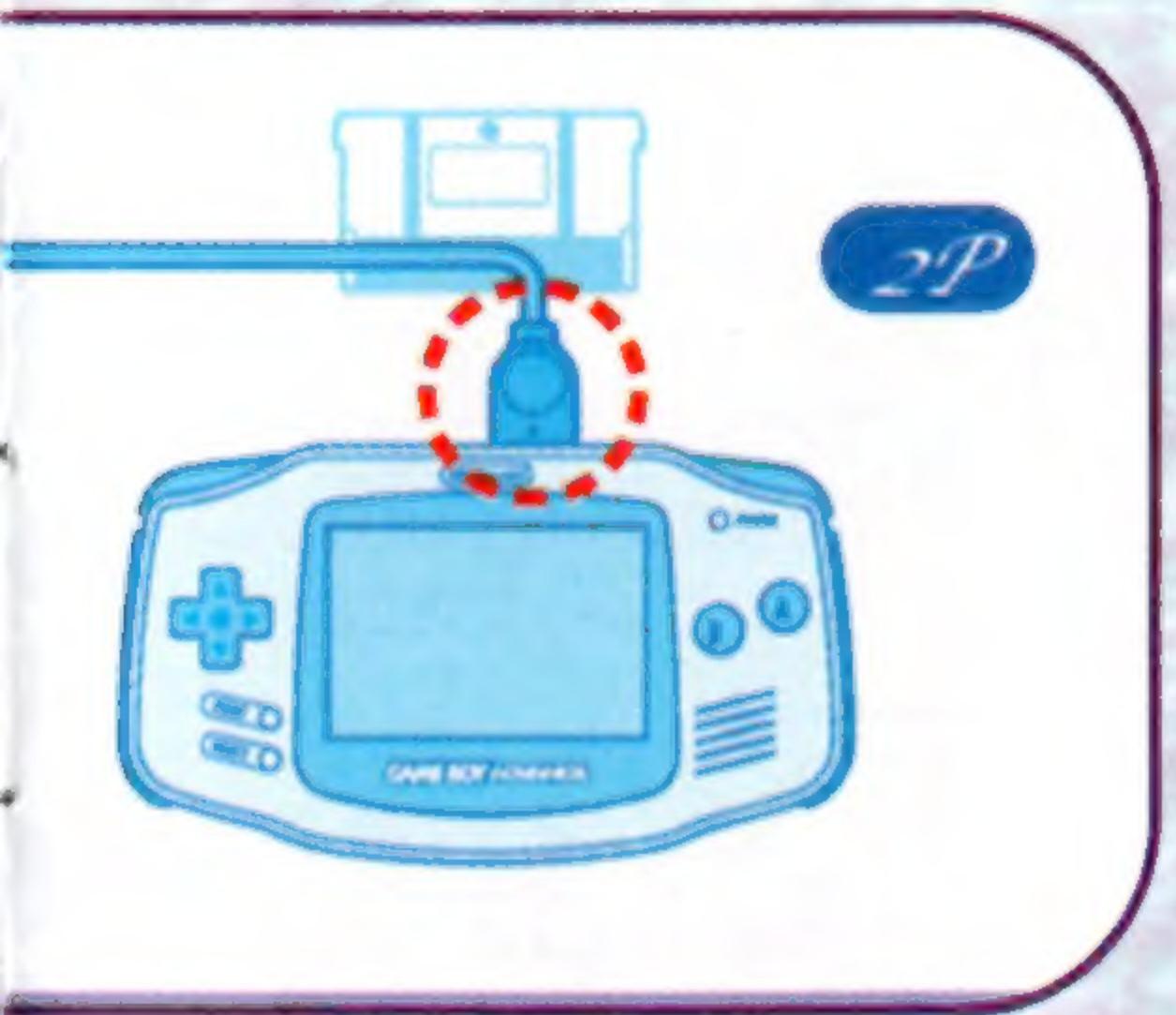
1. Make sure the power of both Game Boy® Advance systems is OFF. Insert a BREATH OF FIRE II Game Pak into each Game Boy® Advance system.
2. Connect the Game Link® cable to the external extension connector on both Game Boy® Advance systems.

Important: The unit connected to the smaller plug is 1P.

3. Turn on the units.



Note: For information on item trading, see page 7.



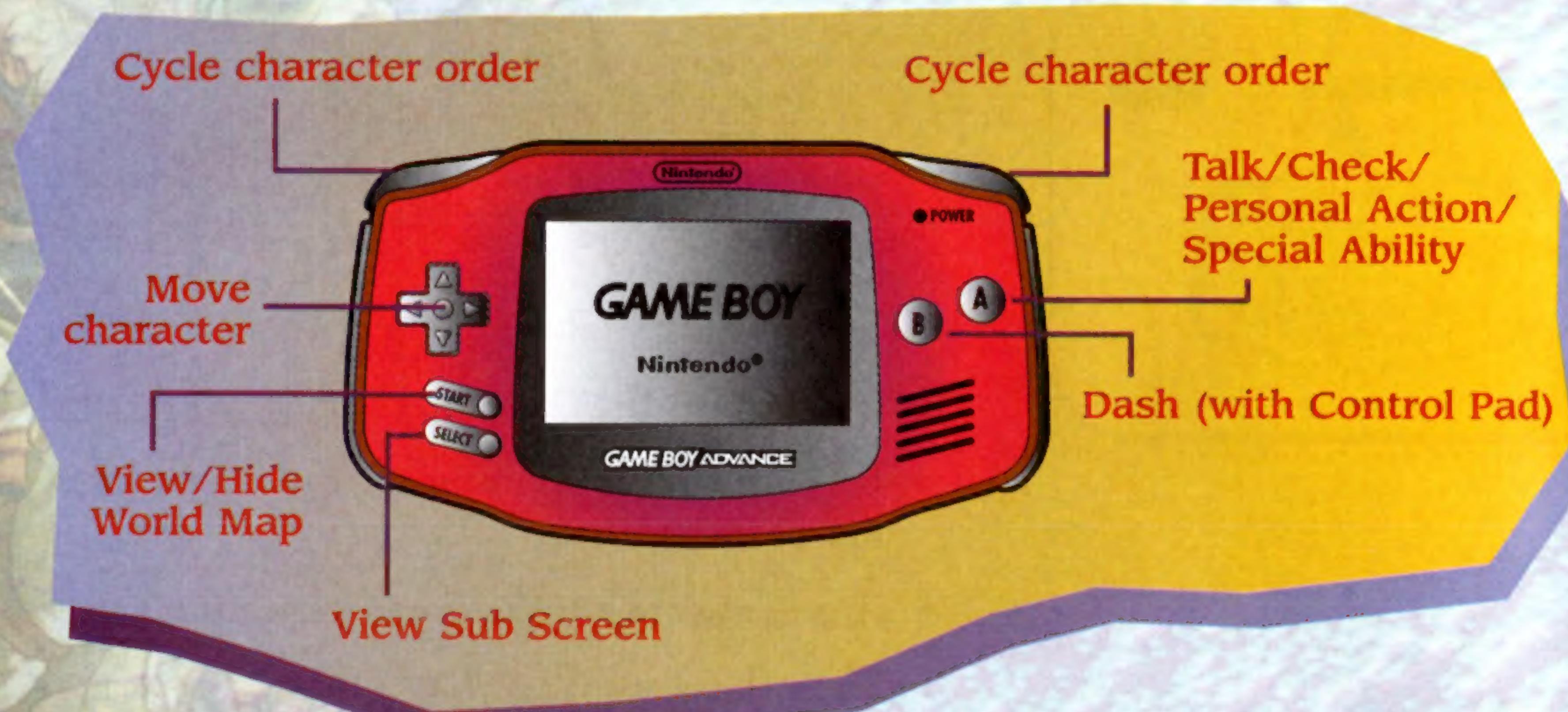
The **Game Link® Cable** may malfunction if:

- It is not for the *Game Boy® Advance* system.
- It is not connected correctly or has become disconnected.
- It is connected to the Communication cable.
- More than two *Game Boy® Advance* systems are connected.

CONTROLS

FIELD SCREEN

The Field Screen is the main gameplay screen.



SUB SCREEN

The Sub Screen lists gameplay commands.
See page 22 for more information.



COMBAT SCREEN

The Combat Screen appears when a battle takes place. See page 26 for more information.



TRADING WITH GAME LINK®

If you or a friend get stuck, you can help each other out by exchanging items with an optional Game Link® Cable for Game Boy® Advance. Connect two Game Boy® Advance systems with a Game Link® Cable (see page 2). Turn on both units and select EXCHANGE. Then, select a save file.

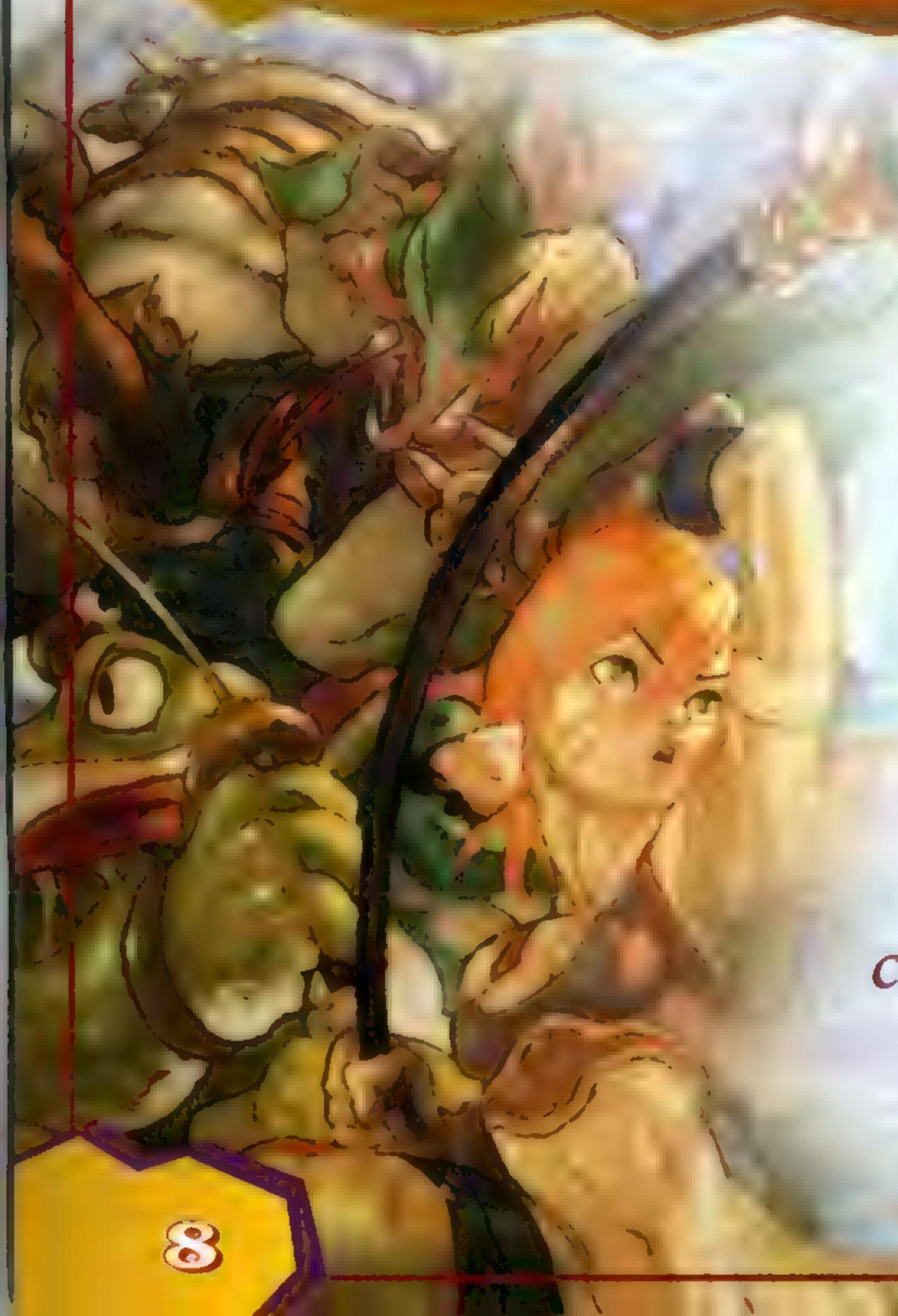
Next, select either INVENTORY (items your character is currently holding) or BANK (items your character has stored). Then select an item to trade. Once the items have been selected, a confirmation screen appears. Select YES. Two characters appear on a bridge to complete the trade.

Sometimes you may get a surprise during a trade. When a trade is completed, the data is automatically saved.

Note: Certain items cannot be traded. Untradable items are dimmed in the Item Select Screen.

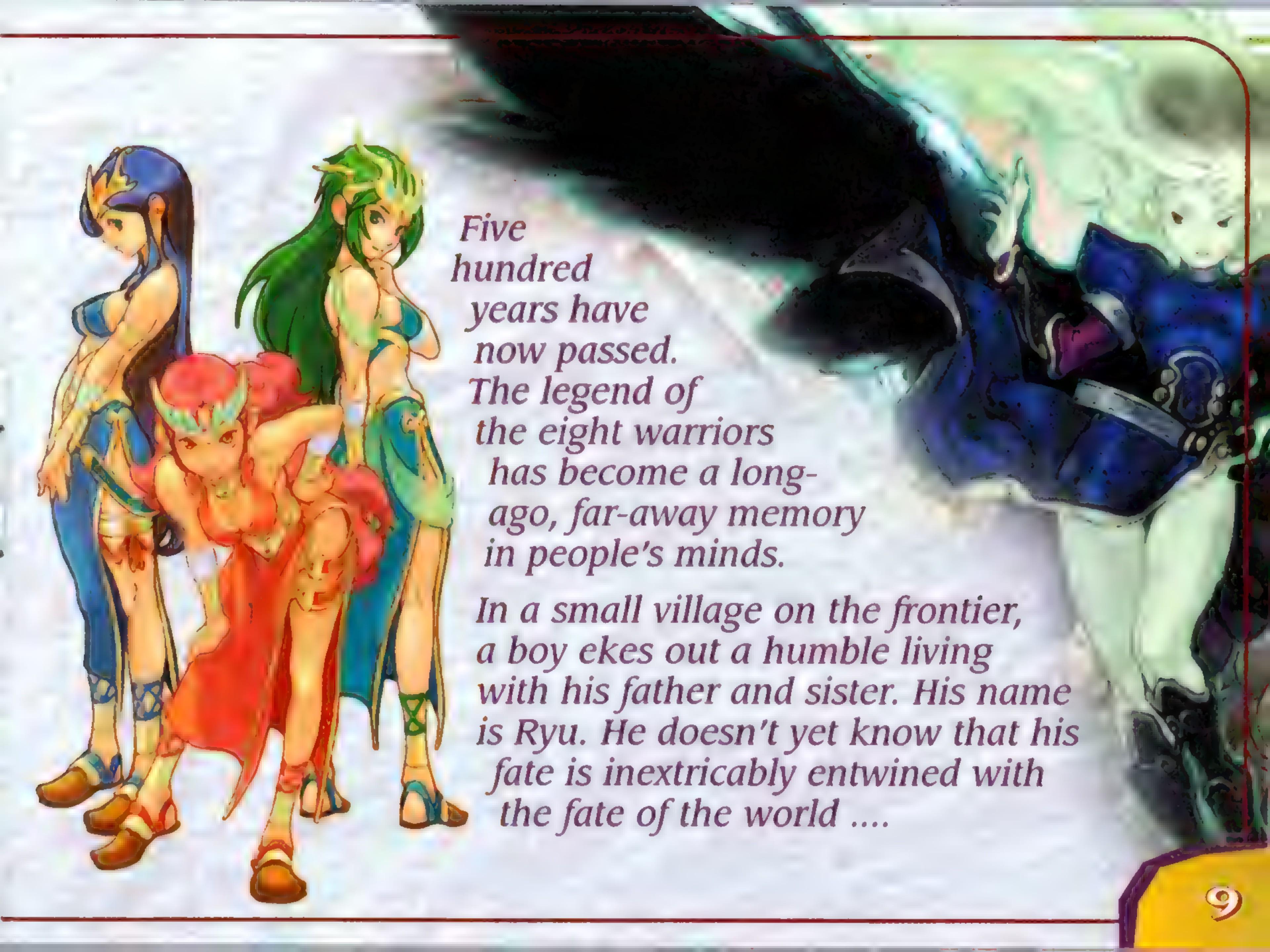


FUSION AND FIRE!



Thanks to Ryu the warrior of White Dragon Clan and his companions, the ambition of the evil goddess Milia was destroyed and peace restored to the world.

The victorious warriors created a fusion of Black Dragon Clan and White Dragon Clan. But they felt responsible for exposing the world to danger because of their powers. To protect the world and all its inhabitants, they hid themselves in such a way that they could never be found.



*Five
hundred
years have
now passed.
The legend of
the eight warriors
has become a long-
ago, far-away memory
in people's minds.*

*In a small village on the frontier,
a boy ekes out a humble living
with his father and sister. His name
is Ryu. He doesn't yet know that his
fate is inextricably entwined with
the fate of the world*

RYU

Combat Special Ability - GUTS

Good at - DRAGON TRANSFORMATION

Ryu lived with his father and sister until he was six years old, when a tragic incident separated them. His skill is fighting with a sword and he can equip any heavy armor. His special ability, Dragon Transformation, is one of the most powerful abilities in the game.

Ryu's Personal Action ...

FISHING

Ryu is an excellent fisherman, having spent his childhood on brooks and streams. You can buy a fishing rod and bait in a ship. After combat, a fishing spot sometimes appears. To start fishing, have Ryu leave the party, and press the A Button at the fishing spot. (Also see page 30.)



NINA

*Combat Special Ability - WILL
Good at - OFFENSIVE MAGIC*

As a princess of Windia, Nina possesses grace, exquisite manners and personality. However, her dark wings, considered ominous, have sparked people's fear since she was a child. Skilled at offensive magic, Nina can inflict damage on any enemy. When she masters her magic, she becomes an exceptionally powerful fighter.

Nina's Personal Action ...

AIR FLOATING

Nina can suspend the scouting party in the air. When Nina is leading the party, your characters can avoid some traps and pitfalls.



BOW

*Combat Special Ability - SHOT
Good at - HEALING MAGIC*

Ryu's childhood friend Bow has excellent reflexes and is always cheerful. Though he has lived alone since childhood, he has always enjoyed life. He is a master of the bow. When he gains abilities such as Auto Bow and Twin Bow, which allow him to attack multiple enemies simultaneously, he becomes an indispensable fighting force in the party. Bow can also use healing magic.

Bow's Personal Action ...

HUNTING

Bow taught himself to hunt and is an expert woodsman. To start hunting, enter a forest that may appear after combat.



KATT

*Combat Special Ability - DARE
Good at - CRITICAL MAGIC*

Katt is the daughter of the Tigerman tribe and a natural genius in combat. She possesses tremendous stamina, tiger-like agility and strength equal to the strongest warriors. Her training as a rare Tigerman tribeswoman drives her to battle. She has the most powerful attack and agility of all characters. No foe stands a chance when matched against her in combat!

Katt's Personal Action ...

BO STRIKE

Katt crushes rock with her Bo Strike ability. If a boulder is blocking your way, have Katt lead the party and try Bo Strike.



RAND

*Combat Special Ability - WAKE
Good at - HEALING MAGIC*

Rand's family, the Crust tribe, is known for gentle tempers and gigantic bodies. Though a born adventurer, Rand cannot equip much armor. But he can fight without equipment because of his immense strength. His rightful place is in the front lines of combat.

Rand's Personal Action ...

SPIN DASH

During Spin Dash, Rand rounds his body and rolls on the ground. Have Rand lead the party on the Field screen and press the A Button to Spin Dash. Your speed will be doubled. When Rand hits an obstacle, he resumes his normal appearance.





STEN

Combat Special Ability - R.I.P.

Good at - FIRE & EXPLOSION MAGIC

Sten hails from an eastern highland. His tribe raises excellent soldiers and many of its sons become elite royal warriors. Sten was once a royal warrior himself until he became a traveling entertainer. He has a unique fighting style. With his fire and explosion magic, high agility, and quick attack with a weapon, he is an all-around fighter.

Sten's Personal Action ...

ARM STRETCH

With his Arm Stretch, Sten can hold onto far-off objects. You can cross small cliffs in fields, towns and dungeons with Sten's Arm Stretch.

JEAN

Combat Special Ability - JAB

Good at - MANY SKILLS

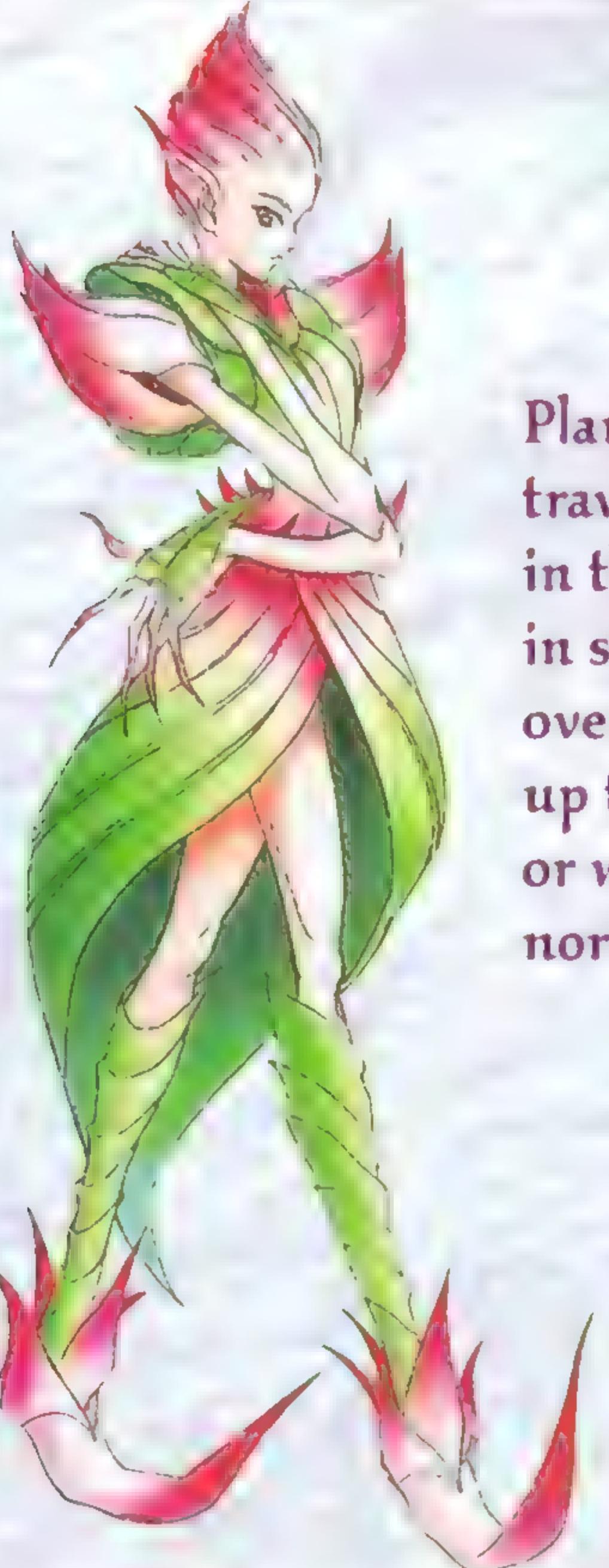
Hearty Jean is talkative, chivalrous and good-hearted. People are drawn to his sense of fun and good humor. Though he seems unremarkable early in the adventure, he proves his worth later on.

Jean's Personal Action ...

FROG TRANSFORMATION

Jean can transform into his alter ego, the frog. Have Jean head up the party and press the A Button. With a frog in the lead, your party can jump over small gaps and cliffs and swim across rivers.





SPAR

Combat Special Ability - NATURE
Good at - SUPPORTIVE MAGIC

Plant people are one of the longest-living tribes. They travel the world when young and transform into trees in their old age. Spar has spent most of his life traveling in search of the answer to why we exist. He is skilled at overall magic. His specialty is supportive magic to back up the party. He is a very reliable warrior in a long battle or when you encounter an enemy upon whom you normally cannot inflict damage.

Spar's Personal Action ...

FOREST WALK

When you encounter forests that seem to be impenetrable, have Spar lead the party.

GAME SETUP

START MENU OPTIONS

Press START in the Title Screen to view the Start Menu. Select options with the Control Pad, and press the A Button.

- **GAME START** – Start a new or saved game.
- **NEW GAME** – Input your main character's name and create a new save file to preserve your game data.
- **COPY** – Copy a save file.
- **ERASE** – Delete a save file.
- **EXCHANGE** – Exchange items (see page 7).

CREATING A SAVE FILE

Select NEW GAME. Then select a save file, input the main character's name and adjust the settings.

STARTING A SAVED GAME

If you have a Quick Save data (see page 19), you will be asked if you want to restart it. Select YES to restart it. If you select NO, the Start Menu

will appear. When a saved game is available in your normal save file, you can choose to restart it by selecting GAME START and then selecting a save file.

Note: A save file overwritten by choosing COPY or erased with ERASE cannot be restored. Please be careful.

ENDING THE GAME

When you end the game, be sure to save it in one of the following ways:

- **SAVE IN A SAVE FILE** – Talk to the god of the Dragons in a Dragon Shrine or a priest in a church. Be sure to save your game before turning off the power.
- **SAVE IN A QUICK SAVE FILE** – To suspend your game temporarily, select SAVE in the Sub Screen. Select YES to save your game in a temporary Suspend File. You can only suspend your game where you can display the Sub Screen. When you restart a suspended game, the Suspend File is deleted.



EXPLORATION

Exploration takes place on the Field Screen. With your companions, travel to all the familiar and foreign places you find on the World Map. Check out unusual places and landmarks, and take the time to strike up conversations. Use your curiosity and be sure to talk to everyone you meet. Information is one of your most important tools. You may learn one thing in the daytime and something different at night.

TOWNS

Towns are inhabited areas. They contain inns, weapon shops, item shops, banks and Dragon Shrines.



INN – When you rest at an inn, your characters' HP (hit points) and AP (ability points) recover fully. Unhealthy conditions such as unconsciousness and poison are cured.



WEAPON SHOP – Weapons and armor are sold in a weapon shop. Select from BUY, SELL, TRADE-IN and EXIT. By selecting TRADE-IN, you can turn in an item you already own in exchange for a new one. Trade-in and selling prices are the same. When you trade-in, the new item is automatically equipped.



ITEM SHOP – Useful items for your adventure are sold in an item shop. Select from BUY, SELL and EXIT.



BANK – Banks are safe places for storing extra items and Zenny (money).



CHURCH – You can save your game by talking to a priest in a church. He will also give you advice when you're in trouble.



DRAGON SHRINE – You can also save your game in a Dragon Shrine.



FIELD COMMANDS

Press SELECT on the Field Screen to view the Sub Screen and its commands. The Sub Screen shows the following:

- PLACE NAME - Where you are now.
- MONSTER METER - Shows how dangerous the area is. The more actively the meter icon moves, the more danger. Watch out!
- ZENNY - Amount of money your party has.
- COMMANDS - Sub Screen list of commands
- PARTY STATUS - Your characters' images and conditions.

FIELD COMMANDS



ITEM: USE - Use an item.

DSCD - Throw away an unnecessary item.

CHNG - Change the item order.

SORT - Sort the items in this order: items, weapons, armor.

VITL - Display vital items.



SPEL – Display the special abilities of the characters in your party. To use a special ability, highlight it and press the A Button. Using a special ability consumes a certain amount of AP (ability points).



EQIP – You can equip your character with a weapon, armor, shield, helmet, etc. Weapons and armor must be equipped to be effective. When you highlight an item, your character's stats before and after equipping the item are displayed.



STAT – Highlight a character and press the A Button to see the character's abilities and condition, including:

- **LV** (level) – When experience points reach a certain amount, the level increases.
- **DRAGON'S TEAR** – A color shows how much the character trusts you.
- **HP** (hit points) – Current and max hit points. When HP drops to zero, the character cannot fight.
- **AP** (ability points) – Current and max ability points. When AP drops to zero, the character cannot use his or her special ability.
- **EXP** (experience points) – When an enemy is defeated, your characters gain a certain amount of experience points. The first number is the character's current EXP, the second number is the EXP needed to attain the next level.

- **STRENGTH** – Attack power.
- **STAMINA** – Ability to withstand attacks.
- **AGILITY** – Rapidity of combat attacks.
- **WISDOM** – Success rate of your magic and damage the character takes from magical attacks.
- **LUCK** – Good fortune in various situations.
- **OFFENSE** – Damage effect of a weapon
- **DEFENSE** – Defense ability against physical attacks.
- **VIGOR** – Affects a character's turn (order) in combat.
- **COND** – A character's condition. It changes every few days. When a character's condition is bad, everything the character does may go wrong.
- **GUTS** – If a character has guts, he or she may be able to remain standing even after going unconscious.





FORM - Arrange your characters in the front and rear lines.

If you arrange a formation that suits your party members, you'll have a better advantage in combat.

- **SWITCH** - Change your party's formation. Each formation has a certain effect, such as enhanced attack or defense.
 - **NORMAL** - Standard formation.
 - **SCRAMBLE** - Focus on attacks.
 - **LIFE KEEP** - Focus on defense.
 - **PARALLEL** - Focus on enemy's weakness.
- **ORDER** - Shuffle the characters' positions in the party.



OPTN - Adjust various game setting options, including:

- **TEXT SPEED** - How quickly messages scroll across the screen.
- **DASH** - When AUTO is selected, you can dash using just the Control Pad.
- **MUSIC** - Turn game music ON/OFF.
- **EXIT** - Return to the Sub Screen Main Menu.



SAVE - Suspend the game and save it temporarily. (See page 19.)



END - Return to the Field Screen.

COMBAT

COMBAT SCREEN

The Combat Screen opens when your characters encounter enemies. You then enter into combat with them. If you win, you gain EXP and Zenny (money). If you lose, your Zenny is reduced by 25% and your characters are returned to the place where you last saved your game.

On the Combat Screen you will see:

- **COMMAND INPUT CHARACTER** – The character waiting for your command.
- **COMMANDS** – Select an order from the list below.

COMBAT COMMANDS

- **ATTACK** – Attack with the equipped weapon.
- **COMBAT SPECIAL ABILITY** – Use a character's Combat Special Ability. The command is different for each character. Some are available only when your character performs Fusion (see page 28).



- **ABILITY** - Use a special ability (magic, dragon transformation, combination).
- **ITEM** - Use an item or change equipment.
- **CHARGE** - Have all party members concentrate on the combat. All members will continue to attack until you press the B Button.
- **ESCAPE** - Escape from combat. If the escape attempt fails, enemies can attack you.
- **LINE** - Press the L Button, then use this command to change your party's formation.
- **DEFENSE** - Press the R Button to concentrate on defense and decrease the damage from enemy attack. It also slightly decreases damage from magical attacks.

ABNORMAL STATUS

During battle, your character may fall victim to an abnormal status such as poison, curse, etc. Below is a list of the abnormal status and how to cure them.

Name	Effect	How to Cure
ASLEEP	Cannot move until combat ends.	CureAl, Heal
POISON	HP decreases as character walks.	Antdt, CureAl, CurePsn, Heal
CURSE	Condition becomes worse.	Vtmn, CureAl, Heal
ROTTEN	Character becomes Zombie if left.	TearDr, CureAl, CurePsn, Heal
ZOMBIE	Character attacks own party.	TearDr, CureAl, Heal
UNCONSCIOUS	Unable to do anything until cured.	Renew, RenewX, LifePl

FUSION

Fusion is a way to significantly improve character abilities instead of leveling up. Six Shaman reside in various places in this world. They can fuse with others both mentally and physically. If a character fuses with a Shaman, the character gains the Shaman's mind and power and his or her abilities are greatly enhanced.

SHAMAN

Each of the six Shaman has a different attribute and power-up by Fusion.

 **ATTRIBUTE** - Fire, Water, Wind, Earth, Magic and Holy. Each character has a good and bad match with Shaman. There are total of 168 combinations, so try as many as possible.

 **FUSION WITH TWO SHAMAN** - A character can fuse with up to two Shaman. You may see more changes by uniting two Shaman.

 **PLACE TO PERFORM FUSION** - You can perform Fusion in a Fusion Hut in the Community.

FUSION RESULTS

There are three possible results of Fusion:

-  **FAILURE** – The combination cannot match and impossible to fuse.
-  **SUCCESS** – The abilities that match the Shaman's attribute are enhanced.
-  **BIG SUCCESS** – The character's appearance changes, stats improve significantly, and Combat Special Ability changes. The character becomes much stronger overall.

END FUSION

You can cancel Fusion in a Fusion Hut in the Community or by using the item Cancel Ball. If the character takes a certain amount of damage in combat, the character's Fusion is canceled. Pay attention to your characters' HP!

TOWNSHIP

Later in the game, you get the opportunity to start building your own town, called Township. You can gather citizens from far places and add them to Township. Eventually, Township may contain unique shops and services that can't be found anywhere else.

FISHING & HUNTING

FISHING - RYU

Equip a fishing rod and bait in ETC spots. Watch the Power Meter and press the A Button to cast and then move the bait with the A Button. If a fish bites on it, compare the endurance of the rod and fish and press the A Button (with the right timing!) to pull in the fish. If you get the fish to shore, you catch it. You can also reel the bait by pressing the B Button. You can use fish as a single item or mix it with another item to create a new item. Sometimes you may reel in a treasure chest, which may contain something useful.

HUNTING - BOW & KATT

To start hunting, enter a hunting forest that sometimes appears after a combat. Press the A Button to attack an animal. You can catch the animal if you give a certain amount of damage to it. Animals move with certain patterns so try to learn their movements. If you hide behind a rock or tree, it will be easier to get closer to your target. Like fishing, you can use an animal you catch as an item or mix it with another item. The meat of rare animals may have a special use.

ITEMS

- **HERB** – Restores 40 HP.
- **HELP BL** – Restores 100 HP.
- **EXTRACT** – Heals HP completely.
- **VAN. EXT** – Restores 120 HP to all party members.
- **LIFEPL** – Cures an unconscious condition and heals HP completely.
- **MOONDROP** – Cures poisoned, asleep, curse, zombie, complete zombie, unconscious conditions and heals HP completely for all party members.
- **ANTDT** – Cures a poisoned condition.
- **WFRUIT** – Restores 20 AP for 20 HP.
- **VTMN** – Curse a cursed condition.
- **TEARDR** – Cures a rotten and zombie condition.
- **CUREAL** – Cures poisoned, asleep, curse, rotten and zombie conditions.
- **WISEBL** – Recovers 100 AP.
- **STAMINA** – Increases stamina by 1.
- **LUCKCNDY** – Increases luck by 1.
- **PWRFOOD** – Increases strength by 1.
- **MISOSOUP** – Increases wisdom by 1.
- **GUTSBL** – Increases guts by 1.

Note: There may be more items. See what you can find.

SPECIAL ABILITIES



DRAGON TRANSFORMATION - Only Ryu can use this special ability, and only after he awakens to his dragon blood. The three types of dragons are Ice, Fire and Thunder.



MAGIC - Magic is available in various types including offense magic (which attacks enemies with the power of fire, thunder, etc.) and healing magic (which restores your HP).



GREEN MAGIC - This unusual type of magic can only be used by selecting Spar's Nature ability. You can use Green Magic only in limited areas such as forests, but its effect is massive!



ALL THINGS CAPCOM



CAPCOM.EDGE

The official website for the Capcom Edge fanzine, featuring news, reviews, and articles about the magazine.

ARTICLES

- REVIEW: Final Fantasy VII Remake
- REVIEW: Resident Evil 4 Remake
- ARTICLE: The Evolution of Street Fighter V
- ARTICLE: The History of Capcom
- ARTICLE: The Future of Gaming

FEATURES

- INTERVIEW: Director of Final Fantasy VII Remake
- INTERVIEW: Producer of Resident Evil 4 Remake
- INTERVIEW: Designer of Street Fighter V
- INTERVIEW: Writer of the Capcom Edge fanzine
- INTERVIEW: Composer of Final Fantasy VII Remake

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GAME BOY ADVANCE

The official website for the Game Boy Advance platform, featuring news, reviews, and articles about the console.

ARTICLES

- REVIEW: Super Mario Advance
- REVIEW: Pokemon Gold/Silver
- ARTICLE: The History of Game Boy Advance
- ARTICLE: The Future of Game Boy Advance
- ARTICLE: The Evolution of Game Boy Advance Games

FEATURES

- INTERVIEW: Director of Super Mario Advance
- INTERVIEW: Producer of Pokemon Gold/Silver
- INTERVIEW: Designer of Game Boy Advance Games
- INTERVIEW: Writer of the Game Boy Advance fanzine
- INTERVIEW: Composer of Super Mario Advance

LINKS

- Game Boy Advance

CREDITS

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SPECIAL THANKS

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Bill Gardner, Robert Lindsey, Customer Service



CAPCOM EDGE HINT LINE

Hints are available:

1-900-976-EDGE (1-900-976-3343)

\$.99 per minute for 24-hr. pre-recorded information. \$1.35 per minute for live Game Counselor assistance.
From Canada: 1-900-677-2272 (\$1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday-Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

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CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Game Pak from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the Game Pak free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your Game Pak certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

This warranty shall not apply if the Game Pak has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

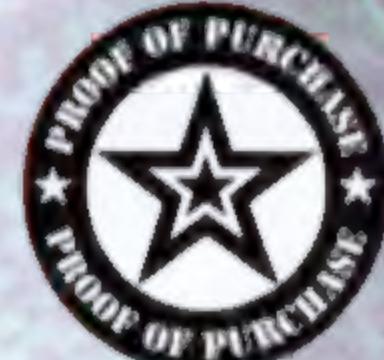
REPAIRS AFTER EXPIRATION OF WARRANTY

If the Game Pak develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your Game Pak certified mail. CAPCOM will replace the Game Pak, subject to the conditions above. If replacement Game Paks are not available, the defective product will be returned to you and the \$20.00 payment refunded.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

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BREATH OF FIRE II



CAPCOM

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